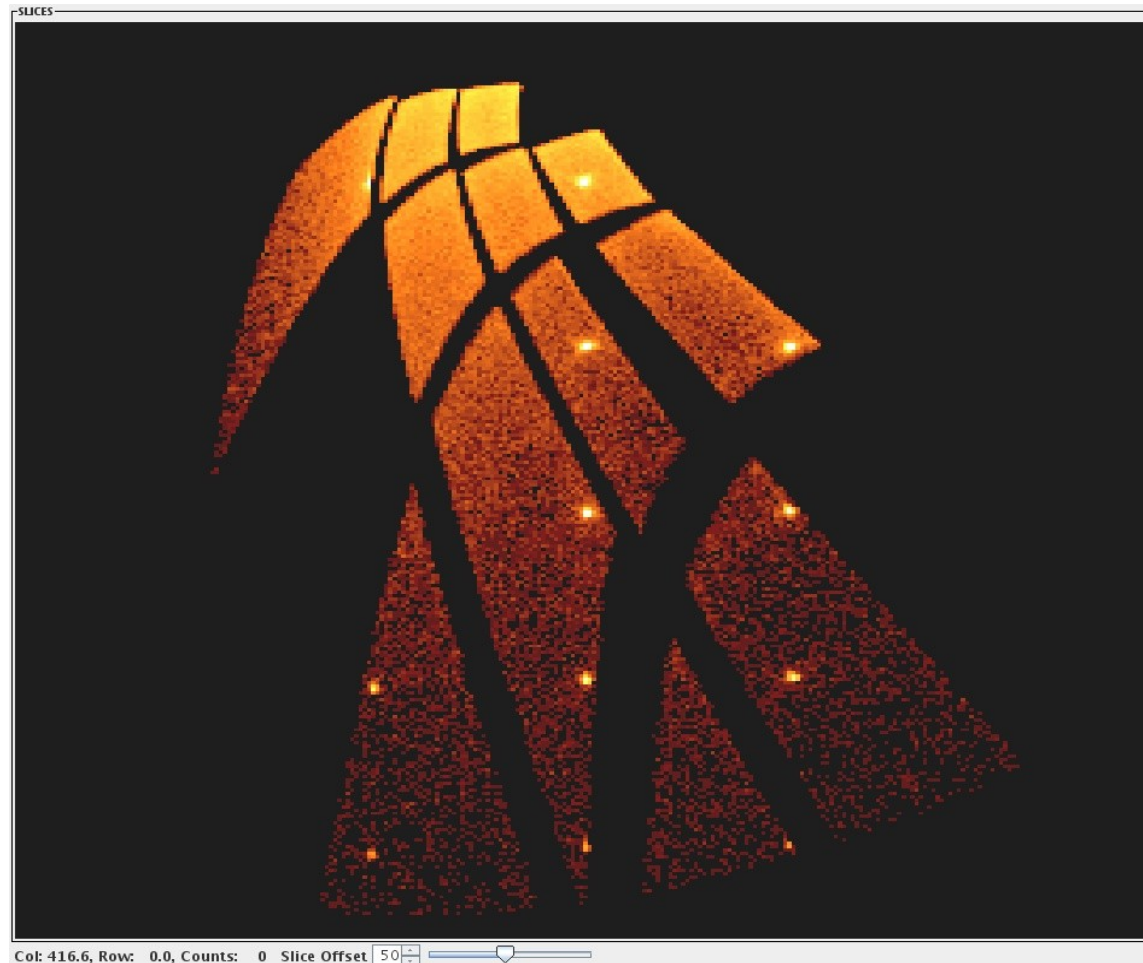


ISAW: Recent Progress on Event Data Handling and Lessons Learned

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NOBUGS 2010, Gatlinburg, TN

SNS Raw Event Data

Simple file with 8-bytes per event

4-byte integer time-of-flight (100 ns)

4-byte integer pixel id

Data saved in simple binary file

Data sent out on local network

Advantages of Event Data

Conventional histogrammed data often must be rebinned
-no correct way to rebin

Event data can be easily histogrammed & re-histogrammed to whatever set of bins are needed. NO RE-BINNING.

Event data can be easily binned in whatever space is ultimately required, "d", $|Q|$, (Q_x, Q_y, Q_z) , wavelength, etc.

Simple raw event data file format can be streamed from disk very rapidly (roughly 10s of millions events per second)

Preserves full resolution of the acquired data
(equivalent to 160,000 time bins for 60 Hz source)

Live data format at the SNS is same as raw event data file, so can easily handle live data

Simple Event Mapping Strategy

Build tables of mapping information with one entry per pixel

Mapping tables for d , $|Q|$, (Q_x, Q_y, Q_z) , wavelength, etc

For each event, use pixel id as index into mapping table, and use time of flight to get actual value

Requires just a few floating point operations per event

Same underlying class used both for powder and single crystal diffraction

PG3 / SNAP Powder Experiments

Map each time-of-flight event directly to “d”

Use either "d-space map file" or instrument geometry information

Time-focusing done "automatically" since conversion to d done with different constants for each pixel

Can also map to (Q_x , Q_y , Q_z), wavelength, $|Q|$, etc

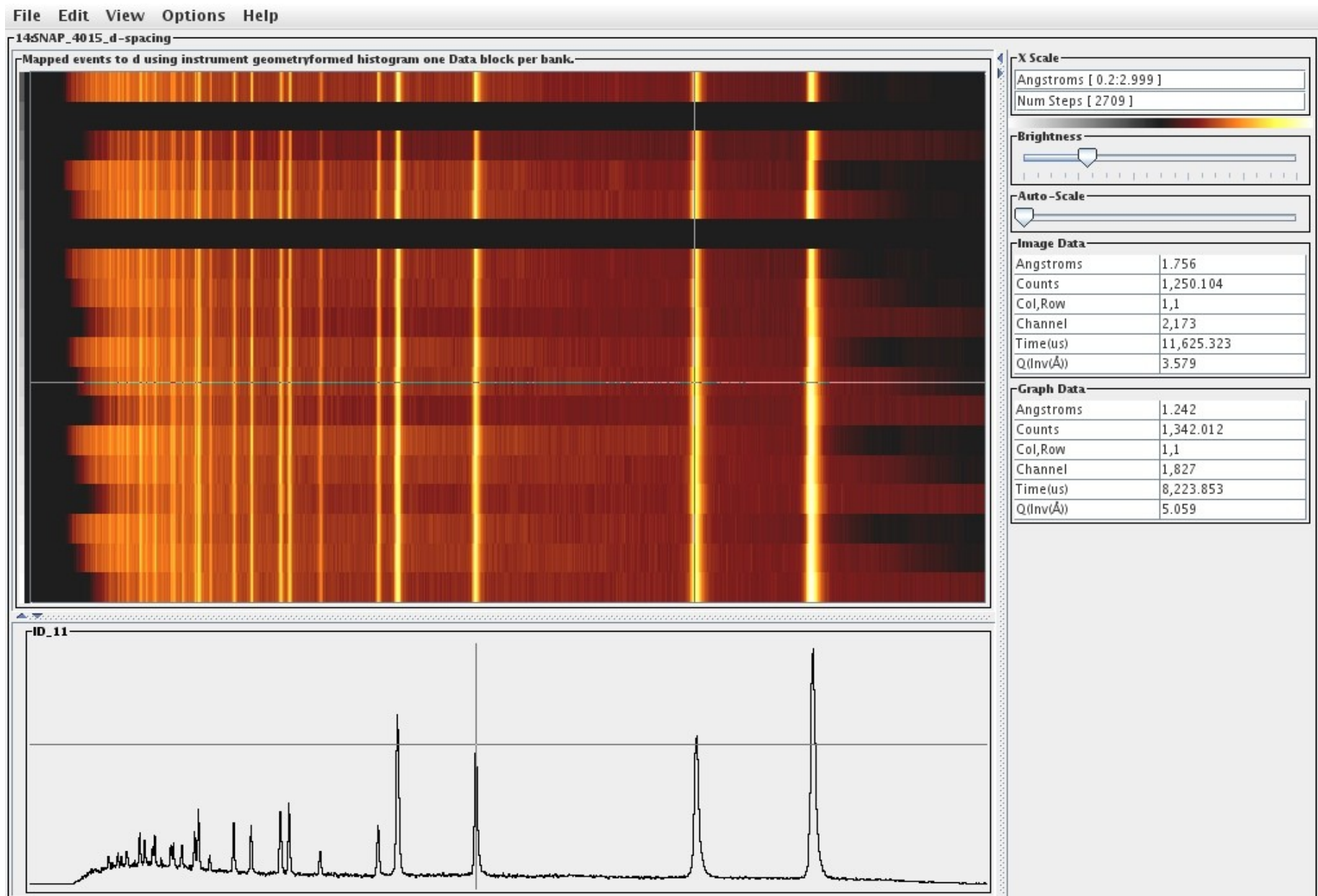
Fast: More than 50 million events per second using four Cores with data in disk cache

Limited by disk access time

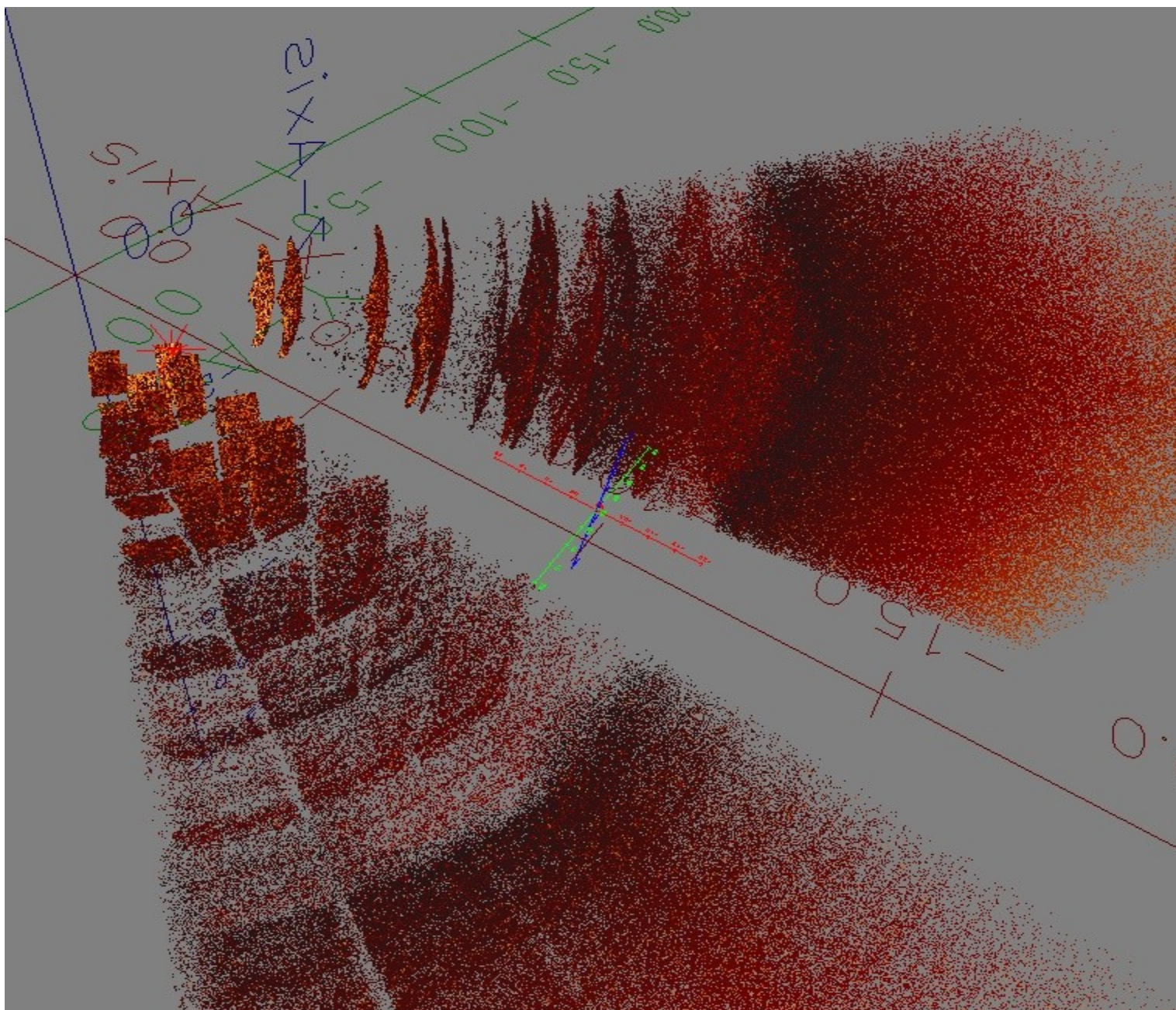
Operator to Map Raw Events to “d”

Operation Make_d_DataSet		
Event File Name	/home/dennis/SNS_ISAW/ISAW_ALL/San	<input type="button" value="Browse"/>
DetCal File Name		<input type="button" value="Browse"/>
Bank File Name		<input type="button" value="Browse"/>
Mapping File Name		<input type="button" value="Browse"/>
First Event to Load	0.0	
Number of Events To Load	1.0E8	
Min d-spacing	0.2	
Max d-spacing	10.0	
Logarithmic Binning?	<input checked="" type="checkbox"/>	
Length of First Interval	2.0E-4	
Number of Bins	10000	
Use d Map File?	<input type="checkbox"/>	
d-space Mapping File		<input type="button" value="Browse"/>
Get Ghost Histogram?	<input type="checkbox"/>	
Ghost Information File Name		<input type="button" value="Browse"/>
Number of Ghost IDs	300000	
Number of Ghosts per ID	16	
Result		
<input type="button" value="Apply"/> <input type="button" value="Exit"/> <input type="button" value="Help"/>		

Image View of SNAP Data, 18 Banks, 1.18 million Pixels



SNAP Powder Data Mapped to Reciprocal Space



IsawEV

Built on same underlying classes as powder data reduction

Maps events to (Q_x , Q_y , Q_z)

Provides scatter plot of events in reciprocal space

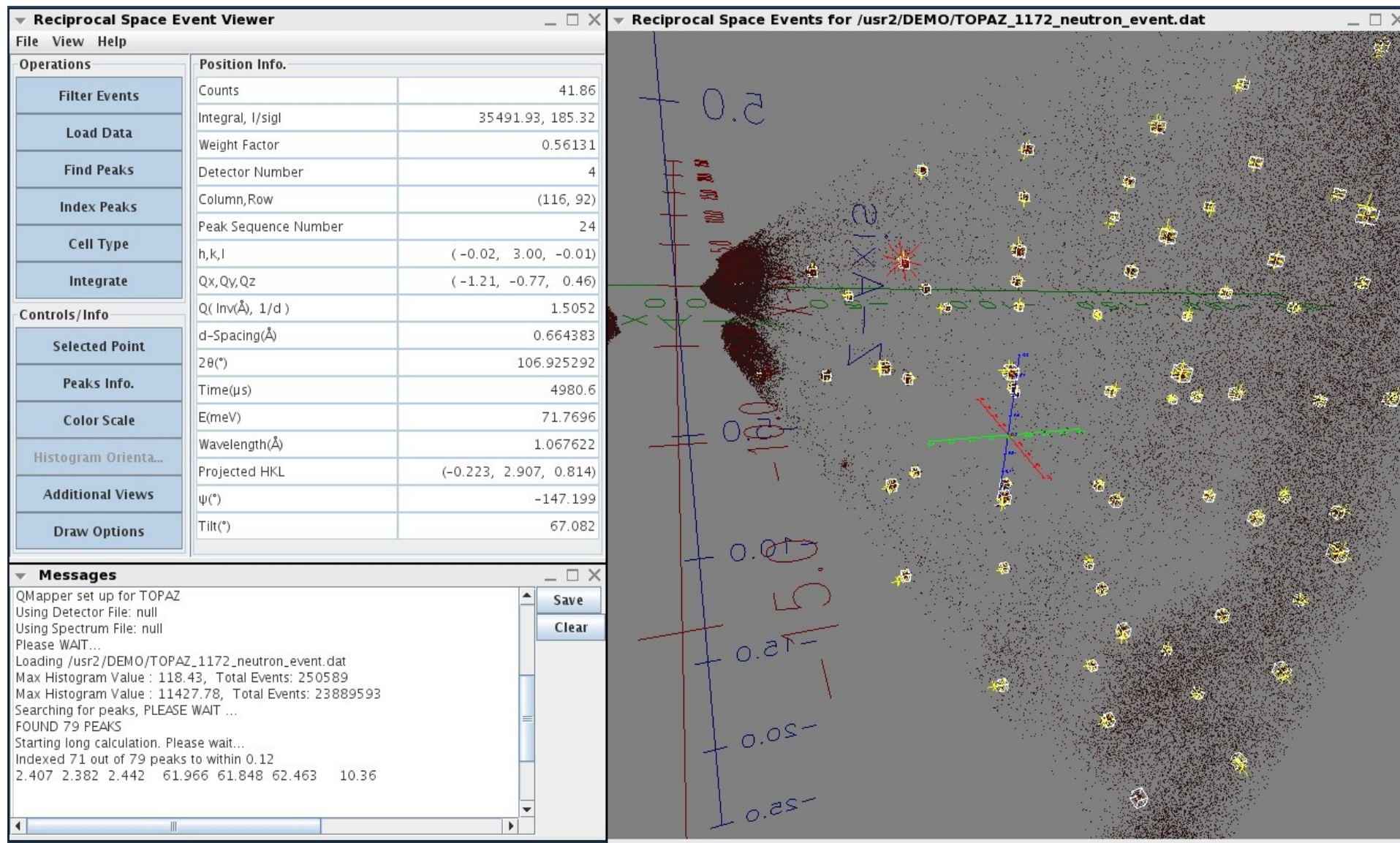
Uses flexible underlying histogram that can be aligned with the reciprocal lattice

Supports SCD Initial Data Reduction

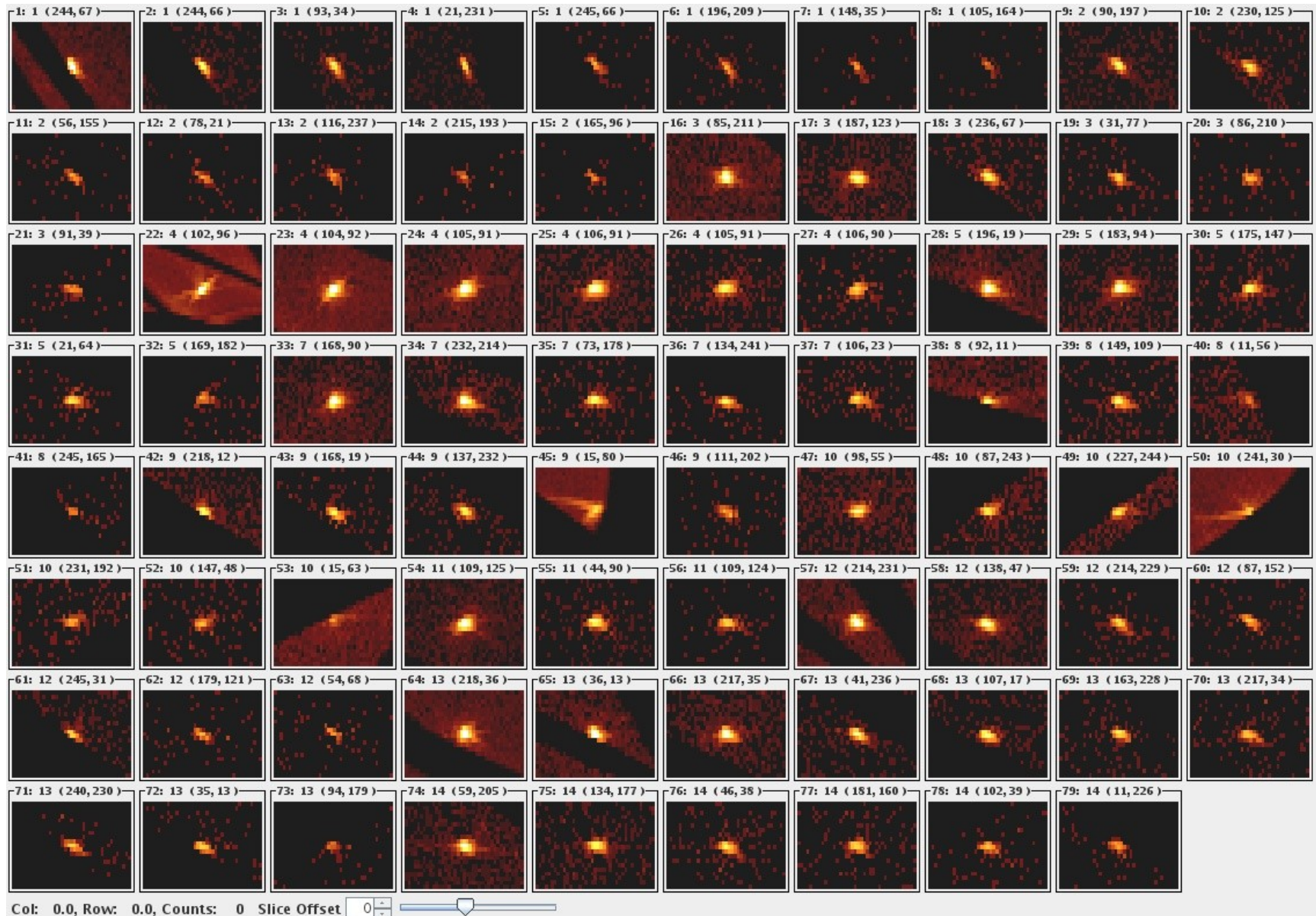
- find peaks, index peaks, choose conventional cell, integrate Peaks, write peaks file

Export of slices of reciprocal space (in progress)

IsawEV Reciprocal Space Viewer / SCD Data



IsawEV Display of Peaks Found



Part of Integrated Peaks File from IsawEV

0	NRUN	DETNUM	CHI	PHI	OMEGA	MONCNT											
1	1172	1	45.00	20.00	120.00	100000											
2	SEQN	H	K	L	COL	ROW	CHAN	L2	2_THETA	AZ	WL	D	IPK	INTI	SIGI	RFLG	
3	1	-0	2	2	244.05	67.22	443.08	40.318	0.82310	3.06130	0.950315	1.1878	5297	76914.20	272.43	500	
3	2	-0	4	4	244.99	66.01	223.18	40.336	0.82536	3.06191	0.477598	0.5954	345	3642.62	59.31	500	
3	3	-1	5	3	93.03	34.01	182.91	39.989	0.70561	-2.92084	0.391111	0.5660	334	2297.59	46.80	500	
3	4	0	0	0	21.49	231.19	139.25	40.549	0.40041	-3.12963	0.297155	0.7471	203	2071.43	44.46	500	
3	5	-0	6	6	245.09	66.00	149.23	40.337	0.82548	3.06178	0.318647	0.3972	93	314.92	17.13	500	
3	6	0	0	0	196.81	209.18	134.21	40.037	0.63324	2.86323	0.286392	0.4599	80	436.72	20.07	500	
3	7	-1	7	5	148.02	35.21	133.20	39.937	0.75594	-3.02367	0.284244	0.3851	49	206.91	13.60	500	
3	8	-1	5	5	105.58	164.56	122.09	39.588	0.56334	3.11442	0.260394	0.4684	32	219.52	14.14	500	
0	NRUN	DETNUM	CHI	PHI	OMEGA	MONCNT											
1	1172	2	45.00	20.00	120.00	100000											
2	SEQN	H	K	L	COL	ROW	CHAN	L2	2_THETA	AZ	WL	D	IPK	INTI	SIGI	RFLG	
3	9	1	3	5	90.67	197.87	225.77	42.780	0.87018	2.73148	0.482537	0.5724	467	3705.62	59.16	500	
3	10	2	4	6	230.03	125.79	221.27	42.961	1.09630	2.71348	0.472824	0.4537	304	1683.47	39.74	500	
3	11	1	5	7	56.78	155.03	153.24	42.762	0.86288	2.83463	0.326822	0.3908	70	318.44	17.05	500	
3	12	1	7	7	78.37	21.15	154.29	43.126	1.00538	3.00106	0.329010	0.3414	64	183.18	12.69	500	
3	13	0	0	0	116.88	237.71	146.04	43.038	0.87482	2.64233	0.311320	0.3675	41	263.72	15.51	500	
3	14	0	0	0	215.04	193.77	145.90	43.025	1.02900	2.62863	0.311027	0.3160	40	89.85	8.87	500	
3	15	2	6	8	165.16	96.93	153.98	42.605	1.04006	2.81098	0.328453	0.3305	38	142.32	11.25	500	
0	NRUN	DETNUM	CHI	PHI	OMEGA	MONCNT											
1	1172	3	45.00	20.00	120.00	100000											
2	SEQN	H	K	L	COL	ROW	CHAN	L2	2_THETA	AZ	WL	D	IPK	INTI	SIGI	RFLG	
3	16	2	2	4	85.22	211.04	366.86	45.863	1.19409	2.49874	0.784112	0.6974	3413	24805.11	154.16	500	
3	17	3	3	5	187.21	123.13	309.43	45.646	1.37503	2.51960	0.661098	0.5209	684	6927.36	81.05	500	
3	18	4	4	6	236.69	67.68	262.16	46.142	1.47178	2.54317	0.559624	0.4169	494	2145.18	44.99	500	
3	19	3	5	7	31.37	77.70	204.13	46.001	1.24077	2.69922	0.435306	0.3744	133	641.68	24.10	500	
3	20	4	4	8	86.13	210.18	184.25	45.854	1.19575	2.49903	0.782752	0.3489	94	364.28	17.97	500	

Lessons Learned

Highly interactive viewers are extremely useful

Loosely coupled message based architecture worked well in IsawEV

For maximum reuse put core calculations in simple subroutine libraries!

Good: Operators (provide interface with ISAW GUIs & Scripts)

Better: Wrapped Operators (have calculate method, inherit other methods)

Better Yet: “Operator Core” with operator itself auto generated from static methods (still uses specialized data structures)

Best: “Operator Core Core” Provide low-level static method(s) in terms of simple data & arrays
Allows easy reuse by other software!!!

Method to Operator Wizard

File Help

Information Method Info Operator Info Documentation

Select Class with static Method

Browse View File

Select Method

Methods

Set GUI Info for Each Parameter

Arguments	Param GUI
<input type="text"/>	Prompt <input type="text"/>
	Param Name <input type="text"/>
	Init Value <input type="text"/>

Res Data type

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